

In the Claims:

1. (original) A computer based system for selecting digital media frames, the system being capable of predicting the frames that are to be subject to a subsequent selection action.
2. (original) The system of Claim 1 in which the subsequent selection action is the selection of the predicted frames for inclusion to create a new clip.
3. (original) The system of Claim 2 in which the subsequent selection action is the selection of the predicted frames for exclusion from a new clip.
4. (currently amended) The system of Claim ~~2~~ or 3 in which the device holds in device memory information that defines how a user has previously selected frames for inclusion or exclusion; the device using that information to predict how the user wishes to select frames for inclusion or exclusion in the future in a way that is consistent with previous behaviour.
5. (original) The system of Claim 4 in which the information held in device memory that is used for frame prediction is updated whenever the user completes the subsequent selection action.

6. (original) The system of Claim 4 in which the information determines the number of frames that the system predicts will be subject to selection.

7. (currently amended) The system of ~~any preceding~~ Claim 1 that graphically represents frames and combines those graphically represented frames with a graphical indication of the prediction of which of those graphically represented frames are to be subject to the subsequent selection action.

8. (currently amended) The system of ~~any preceding~~ Claim 1 in which the system predicts the frames that are to be subject to the subsequent action after the user has selected an initial frame.

9. (original) The system of Claim 8 in which the initial frame is intended to be one of the following options: the sole frame to be used; the middle of a clip; the start of a clip; the end of a clip.

10. (original) The system of Claim 9 in which the user can task or navigate through the options by repetitively selecting a button or menu option.

11. (currently amended) The system of ~~any preceding~~ Claim 1 in which the system enables the user to select further actions to be performed on frames; the further actions being selected from the list: annotations; effects; transitions.

12 (currently amended) The system of ~~any preceding~~ Claim 1 where the frames are video and/or audio frames.

13. (currently amended) The system of ~~any preceding~~ Claim 1 that is integrated with a media player application such that system controls are displayed at the same time as controls for the media player application are displayed.

14. (currently amended) The system of ~~any preceding~~ Claim 1 wherein the device is selected from the following list: laptop computer, mobile PDA with wireless connectivity, mobile telephone, set-top box; hard-disc based personal video recorders (PVR).

15. (currently amended) The system of ~~any preceding~~ Claim 1 in which the frames, or a list of those frames, that have been subject to the subsequent selection action are exported.

16. (currently amended) The system of ~~any preceding~~ Claim 1 which is capable of predicting the frames that are to be subject to a subsequent selection action based on pattern classification applied to the frame content using fuzzy logic or neural nets or by applying pre-defined rules to meta-data stored with the frames

or other kinds of data that can be extracted from the frames by suitable processing.

17. (original) A method of selecting digital media frames, comprising the step of predicting the frames that are to be subject to a subsequent selection action.